

1. (Currently Amended) A game apparatus comprising:

at least one rebound surface upon which a player can jump;

flexible material extending substantially vertically up from the at least one rebound surface

dividing the at least one rebound surface into at least two individual play areas having the at least one rebound surface as a floor, each play area having a periphery and the flexible material substantially entirely surrounding the periphery of the individual play areas;

an opening between the play areas to allow a play object to move between play areas, said opening being a preset distance above the rebound surface;

a self-supporting rebound surface mounting frame supporting the at least one rebound surface;

a self-supporting flexible material mounting frame supporting the flexible material;

coupling members interconnecting the frames rebound surface mounting frame and the flexible material mounting frame in substantially fixed relationship while allowing movement of one frame in relation to the other frame to relieve stress between frames;

at least one cross frame member extending between the play areas to support the flexible material between the play areas and reinforce the frame; and

wherein the opening between play areas extends upwardly from the cross frame member.

2. (Original) The game apparatus according to Claim 1, wherein the coupling members include sleeves secured to one frame through which frame members of the other frame are slidably received.

3. (Original) The game apparatus according to Claim 2, wherein the coupling members including the sleeves are removably secured to the one frame.

4. (Original) The game apparatus according to Claim 3, wherein the coupling members are removably secured to the rebound surface mounting frame.

5. (Currently Amended) A game apparatus comprising:

at least one rebound surface upon which a player can jump;

flexible material extending substantially vertically up from the at least one rebound surface dividing the at least one rebound surface into at least two individual play areas having the at least one rebound surface as a floor;

an opening between the play areas to allow a play object to move between play areas, said opening being a preset distance above the rebound surface;

a self-supporting rebound surface mounting frame supporting the at least one rebound surface;

a self-supporting flexible material mounting frame supporting the flexible material; and

coupling members including sleeves secured to the rebound surface mounting frame and slidably receiving members of the flexible material mounting frame therethrough thereby interconnecting the frames in substantially fixed relationship while allowing movement of one frame in relation to the other frame to relieve stress between frames.

6. (Original) The game apparatus according to Claim 1, wherein the flexible material mounting frame supporting the flexible material additionally includes a walk bar extending peripherally around the flexible material mounting frame at a height wherein a person assembling the flexible material mounting frame can stand on the walk bar and reach the top of the flexible material mounting frame to attach the flexible material to the top of the flexible material mounting frame.

7. (Cancelled)

8. (Previously Presented) The game apparatus according to Claim 1, wherein the at least one cross frame member is padded.

9. (Previously Presented) A game apparatus comprising:

at least one rebound surface upon which a player can jump;

flexible material extending substantially vertically up from the at least one rebound surface dividing the at least one rebound surface into at least two individual play areas having the at least one rebound surface as a floor;

an opening between the play areas to allow a play object to move between play areas, said opening being a preset distance above the rebound surface;

a rebound surface mounting frame supporting the at least one rebound surface;

a flexible material mounting frame supporting the flexible material;

coupling members interconnecting the frames in substantially fixed relationship;

at least one cross frame member extending between the play areas to support the flexible material between the play areas and reinforce the frame; and

wherein the flexible material extends over the at least one cross frame member and extends downwardly and outwardly on each side of the at least one cross frame member before extending substantially vertically to the at least one rebound surface.

10. (Original) The game apparatus according to Claim 9, wherein the opening between play areas extends upwardly from the cross frame member.

11. (Original) The game apparatus according to Claim 10, wherein the cross frame member is height adjustable.

12. (Original) The game apparatus according to Claim 11, wherein the cross frame member is height adjustable between two heights.

13. (Original) The game apparatus according to Claim 1, additionally including a basket in each play area adapted to receive a play object therein properly directed thereto, said basket comprising a basket frame, basket material secured to the basket frame to form the basket, and attachment links attaching the basket to the flexible material mounting frame.

14. (Original) The game apparatus according to Claim 13, wherein the attachment links are snap rings.

15. (Previously Presented) A game apparatus comprising:

at least one rebound surface upon which a player can jump;

flexible material extending substantially vertically up from the at least one rebound surface dividing the at least one rebound surface into at least two individual play areas having the at least one rebound surface as a floor;

an opening between the play areas to allow a play object to move between play areas, said opening being a preset distance above the rebound surface;

a rebound surface mounting frame supporting the at least one rebound surface;

a flexible material mounting frame supporting the flexible material;

coupling members interconnecting the frames in substantially fixed relationship while allowing movement of one frame in relation to the other frame to relieve stress between frames;

a basket in each play area adapted to receive a play object therein properly directed thereto, said basket comprising a basket frame, basket material secured to the basket frame to form the basket, and attachment links attaching the basket to the flexible material mounting frame to position a basket in the flexible material forming each play area opposite the opening between play areas to allow a player in one play area to direct a play object through the opening to the basket in an adjacent play area, wherein the basket includes an inlet and an outlet so that a play object entering the inlet will exit the outlet, and return material extending between the basket and the opening to direct the play object directed toward the basket in one play area back into the adjacent play area from which it came to enable a single player to play a game of directing a play object toward the basket in an adjacent play area.

16. (Original) The game apparatus according to Claim 1, wherein the flexible material divides the at least one rebound surface into two individual play areas.

17. (Original) The game apparatus according to Claim 16, wherein the at least one rebound surface is two rebound surfaces, one rebound surface for each of the two individual play areas.

18. (Original) The game apparatus according to Claim 1, wherein the flexible material divides the at least one rebound surface into four individual play areas.

19. (Original) The game apparatus according to Claim 18, wherein the at least one rebound surface is four rebound surfaces, one rebound surface for each of the four individual play areas.

20. (Original) The game apparatus according to Claim 18, wherein the flexible material includes a flap positionable to close the openings between two of the four play areas to form two sets of two play areas.

21. (Previously Presented) A game apparatus comprising:  
at least one rebound surface upon which a player can jump;  
flexible material extending substantially vertically up from the at least one rebound surface dividing the at least one rebound surface into at least two individual play areas having the at least one rebound surface as a floor;

an opening between the play areas to allow a play object to move between play areas, said opening being a preset distance above the rebound surface;

a rebound surface mounting frame supporting the at least one rebound surface;

a flexible material mounting frame supporting the flexible material;

coupling members interconnecting the frames in substantially fixed relationship while allowing movement of one frame in relation to the other frame to relieve stress between frames;

wherein each individual play area includes a flap through the flexible material forming the play area to the outside through which a player may enter the play area, and additionally including grip bars mounted on the rebound surface frame to be held by a player exiting the play area.

22. (Original) The game apparatus according to Claim 21, wherein springs extend from the rebound surface mounting frame to the at least one rebound surface supported thereby, additionally including padding material over the springs adjacent the flap, and hook and loop fastening material securing the padding material over the springs adjacent the flap.

23. (Original) The game apparatus according to Claim 22, additionally including cover material over the springs not covered by the padding material, and hook and loop fastening material securing the cover material over the springs not covered by the padding material.

24. (Cancelled)

25. (Currently Amended) A game apparatus comprising:  
at least one rebound surface upon which a player can jump;  
flexible material extending substantially vertically up from the at least one rebound surface dividing the at least one rebound surface into at least two individual play areas having the at least one rebound surface as a floor and each having a periphery, each individual play area being formed by an individual preassembled flexible material unit configured so that the flexible material of the individual preassembled flexible material unit substantially entirely surrounds the periphery of an individual play area;

an opening between the play areas to allow a play object to move between play areas, said opening being a preset distance above the rebound surface; and

a mounting frame supporting the at least one rebound surface and at least two of the flexible material units to form the individual play areas.

26. (Previously Presented) The game apparatus according to Claim 25, wherein each preassembled flexible material unit substantially surrounding an individual play area is spaced from other preassembled flexible material units to thereby space individual play areas.

27. (Previously Presented) The game apparatus according to Claim 26, additionally including at least one cross frame member extending between the individual play areas to support the flexible material between the play areas and reinforce the frame; and wherein the opening between play areas extends upwardly from the cross frame member.

28. (Previously Presented) The game apparatus according to Claim 27, wherein the flexible material extends over the at least one cross frame member and extends downwardly and outwardly on

each side of the at least one cross frame member before extending substantially vertically to the at least one rebound surface.

29. (Cancelled)

30. (Previously Presented) The game apparatus according to Claim 1, wherein the cross frame member is height adjustable.

31. (Previously Presented) The game apparatus according to Claim 1, wherein the flexible material extends over the at least one cross frame member and extends downwardly and outwardly on each side of the at least one cross frame member before extending substantially vertically to the at least one rebound surface.

32. (Previously Presented) The game apparatus according to Claim 25, wherein the flexible material mounting frame supporting the flexible material additionally includes a walk bar extending peripherally around the flexible material mounting frame at a height wherein a person assembling the flexible material mounting frame can stand on the walk bar and reach the top of the flexible material mounting frame to attach the flexible material to the top of the flexible material mounting frame.

33. (Previously Presented) The game apparatus according to Claim 25, wherein the flexible material divides the at least one rebound surface into two individual play areas.

34. (Previously Presented) The game apparatus according to Claim 25, wherein the flexible material divides the at least one rebound surface into four individual play areas.

35. (Previously Presented) The game apparatus according to Claim 25, wherein each individual preassembled flexible material unit includes an opening through which a player may enter the play area.

36. (Cancelled)

37. (New) The game apparatus according to Claim 25, wherein the mounting frame includes a rebound surface mounting frame supporting the at least one rebound surface and a flexible material mounting frame supporting the at least two flexible material units to form the individual play areas.